

Castlevania

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Castlevania



Instructionals



Instruction Booklet

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Castlevania

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Control Stick functions

The Nintendo Wii controller includes a Control Stick which uses an analog system to read the angles and force from its movement. This allows subtle control that is not possible using the conventional 4-Button Pad.

When holding the Control Stick, center the stick with the Control Stick (see it's normal) position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned on, this position will be set as normal. This will cause games using the Control Stick to respond incorrectly.



To reset the normal position back the game has started, hold up all the Control Stick up to you (shown by the angle position) (as shown in the picture on the left) then press Start while holding the L and R buttons.

The Control Stick is a precision instrument, making sure you haven't tipped or pushed any foreign objects into it.

Story

In earlier times, peace and prosperity reigned across the land, and no-one thought to question their good fortune or fret for the future...

Then, in the middle of the 19th century, a dark shadow spread across Wallachia, Transylvania, Rome to story a vampire legend. The spirits of the degraded and corrupt had roused the king of evil from his enforced sleep of 300 years...

Slipping into a ball, a wall, or coils of mist, he stalked the land...

Seeking the dark and shunning the light, he cursed the gods as he hunted...

Damned to eternal life, he sucked the blood of one young maiden after another...

Count Dracula, Lord of Darkness and Master of the Castle of Death, had risen again...

The peace and prosperity of the people utterly destroyed, a black cloud of despair spread over the land. Evil beings streamed through the forests, and those who refused to pledge allegiance to Dracula died horrible deaths.

It was then that his minions came forth, called by fate to hunt down the Lord of Darkness and deliver the people from his evil...

About the Game

"Castlevania" is a game for one player only. Your adventure begins in the forest near Dracula's castle, then you progress towards the castle.

You select one of two different characters to play the game. The story varies depending on the character, but the ultimate aim is the same - to defeat the evil Count Dracula who has once again risen from the dead.

The two characters each have different weapons, with different offensive capabilities.

(See page 23 for details on characters.)

Your character has a certain number of HP (Hit points). You lose HP when you are injured by enemy attacks, fall from traps, or fall from balconies above a certain height. If your HP level drops to zero, the game is over.

(See page 3 for details on what happens when a game ends.)

If you fall into deep or bottomless pits, or from high places such as cliffs, or on to certain surfaces, you are "out" and the game is over.

You can save your progress by using "White save" maps located at various locations on the Map screen.

(See pages 12-13 for details on saving and loading data.)

(See pages 12-13 for details on items.)

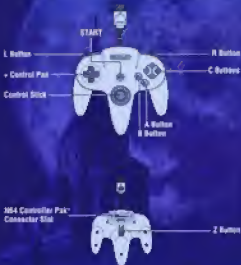
When you defeat an enemy, you may receive gold or a red jewel.

(See pages 12-13 for details on items.)

There are many traps waiting for you inside Dracula's castle. Pay close attention to your surroundings for clues on how to proceed safely.



Game Controls



The Controller Pak

Preparations for using the Controller Pak

- You can save data while playing "Castlevania" if you use a Controller Pak (sold separately).
- Attach the Controller Pak to the Player 1 Controller before switching on the power to your Nintendo 64 game unit.

(See page 30-33 for details on saving and loading data.)

(Refer to the Controller Pak instruction manual for details on how to use the Controller Pak.)

Game Notes

The memory capacity of each Controller Pak is divided into 123 pages. Nine pages are required to save "Castlevania" data. You can create four files in each "Castlevania" game area.

Controller Pak Issues

You can check what has been saved into your Controller Pak by holding down START and then switching on the power to the main unit (with the Controller Pak attached to the 1P Controller).

Controller Pak Error Messages

[Insufficient empty pages]

A minimum of 9 pages are necessary to save data in this game. You cannot save data with fewer than 9 free pages in the Controller Pak. You can continue on and play the game if you wish, but to play with the save function available, first switch the power off then on and delete 9 pages of data from the Controller Pak memory, or attach another Controller Pak.

[Controller Pak malfunction. Check the Controller Pak to insure that it is connected properly.]

You can continue on and play the game if you wish, but you will not be able to save or load data. If this message appears when the Controller Pak is correctly attached, the Controller Pak may be malfunctioning. Selecting "Restart" may solve the problem but could cause data loss, so first try using a different Controller Pak.

[Controller 1 not connected]

Switch the power off, correctly attach the Controller Pak, and switch the power back on again. This game supports one controller only.

[Using device type]

This game does not support the Nintendo 64. Check that the Controller Pak is correctly attached and press the A button.

Controller Parts

Starting the Game

Basic Controls on the Select Screen

Control Stick (+ Control Pad): Select

A button: Set

B button: Cancel/Over page

Starting Up

Insert the game pak into your Nintendo 64 game unit, attach the Controller to Controller 1, check the Controller Pak is attached to the Controller, then switch on the power. Do not touch the Control Stick of this time.

Title Screen

When you switch on the power, the demo will run, followed by the Title Screen. Select either of the following and press the A button to act.

Game Start: Start playing the game (see page 7 for more details).

Options: Change game settings (see page 9 for more details).

When a Game Ends

If your character's HP falls to 0 the game ends and the Game Over screen will appear. Select one of the following and press the A button to act.

Continue: Select Continue and the two options "Restart play from the last place you saved" and "Restart play from the beginning of the last stage" will appear. Choose one with the Control Stick (+ Control Pad) and press the A button to act.

* If you select "Restart play from the beginning of the last stage" you lose all the items you have collected so far.

Quit: Quit the current game and return to the Title Screen

Menu Screen

Game List: You can start a new game, load saved data, and copy and delete data from this screen.

(See pages 10-11 for details on saving and loading data)

Game Start: Displays the File Select Screen.



Playing a new game:

Select an empty file with the Control Stick (- Control Pad), and press the A button to move to the Player Select Screen. Select a character with the Control Stick (- Control Pad), and press the A button to start the game.

Playing a saved game:

Select the saved game you wish to play with the Control Stick (- Control Pad), and press the A button to set.

Copy: Copy a saved file.

Delete: Delete a saved file.

Exit: Return to the Title Screen.

Options:

You can change the button configuration of your Controller and game sound settings from this screen.



Button Config: Select one of three button configurations for your Controller (A-type, B-type, or C-type).

(See pages 14-17 for details on game controls)

Sound Mode: Select either Stereo or mono sound.

Default: Change Key Config and Sound Mode back to their default settings.

Exit: Return to the Title Screen.

What You See On Screen

Clock (Sun symbol + daytime, Moon symbol + night-time)

HP

Status

Gold

Item Attack
(See page 18)

Camera view
(See pages
14-17)

Jewel Points
(Decrease
when you do
an Item attack,
increase when
you pick up
red jewels)

Player

Boss HP

Jewel Points

You lose Jewel Points when you do an Item attack. The number you lose depends on the type of attack item you use. Without a sufficient number of Jewel Points, you won't be able to do Item attacks. To increase your Jewel Point level, you need to pick up Red Jewels. There are two types of Red Jewels, small ones worth five points each, and big ones worth ten points each. (See pages 19-20 for details on items).

Sub-Screen

Press START during game play to check your current ability level and status, and to use Items. Press START again to return to the game screen.

(See pages 18-19 for details on Items).

What You See On Screen



Player Status

If you are hit with special enemy attacks, your status may change in either of the following ways:

Vampiric

- What causes it: Being bitten by a vampiric-type enemy (does not occur in every case).
- Symptoms: You become unable to use HP restoration items and do damage attacks; then after a certain period of time turn into a vampire yourself. At this point the game ends.
- If you use a "Purifying Crystal" item, you will return to your normal status.
- If you are bitten by a vampiric enemy, quickly move the Control Stick to escape.

Poison

- What causes it: Being hit with an enemy poison attack.
- Symptoms: The poison injures you at regular intervals and your HP level drops.
- If you use an "Poison Cure Ampoule" item, you will return to your normal status.
- V + P indicates simultaneous Vampiric and Poison status.

Saving and Loading

- You can save data while playing "Call of Duty" if you use a Controller Pad (not necessarily).
- Nine pages are required to save "Call of Duty" data. You can create save files in each "Call of Duty" game file.

Data That Can Be Saved

- Your character
- Items
- Data Tokens with Points, Time of Day
- Gold
- Type of ending (the character you were with when you cleared the game, and the ending)
- Option settings

Saving Data

When you pick up a White Jewel Item (located at various places throughout the Map screen) a save message will appear. Select Yes or No with the Control Stick (= Control Pad), and press the A button to set.

(See pages 18-19 for details on items).

(Data is saved into the save file that you loaded).



Loading Data

1. Select "Game Start" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the saved game you wish to play with the Control Stick (= Control Pad), and press the A button to start playing.

Saving and Loading

Copying Data

1. Select "Copy" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the file you wish to copy and place you wish to copy it to with the Control Stick (+ Control Pad), and press the A button to get. A confirmation message will appear on screen; select "Yes" with the Control Stick (+ Control Pad) and press the A button to copy the data.
 - If you copy data into a file that already contains data, the old data will be lost.

Deleting Data

1. Select "Delete" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the file you wish to delete with the Control Stick (+ Control Pad), and press the A button to get. A confirmation message will appear on screen; select "Yes" with the Control Stick (+ Control Pad) and press the A button to delete the data.
 - If you copy data into a file that already contains data, the old data will be lost.
 - Data that has been deleted cannot be retrieved, so be careful when deleting.

Game Controls

Game Controls (A-Type Controller Configuration)

Moving Your Character

• Walking, Running, and Turning (Control Stick)

Press the Control Stick in the direction you want to go to look. Press it further down to run. Press it quickly in the opposite direction when walking to turn around.

Snapping (Control Stick)

Quickly move the Control Stick back into the neutral position when walking or running to gradually come to a stop. Move it quickly back into position to stop quickly.

• Crouching (Z button)

• Moving While Crouching (Z button + Control Stick)

Press the Z button to crouch. Move the Control Stick while crouching to influence the character's movement in a crouching position.

• Vertical Jump (A button)

• Moving While Jumping (Control Stick + A button)

Press the A button to jump vertically. Move the Control Stick while jumping to jump in the direction desired.

(It's possible to adjust your direction with a mid-jump.)

• Landing and Climbing (A button + Control Stick)

You can land by both hands from blocks or ceilings normally too high to reach if you grab hold of ropes while jumping. Hold down the A button and move the Control Stick to advance hand over hand. (This may not always be possible if the vertical is already inclined). Drop back to blocks or ceilings in the same way when falling to land from ropes. While jumping, press UP to climb onto the ledge, provided that there is enough space.

(This cannot be done when jumping from something.)

• Hiding (Control Stick + Z button)

Move from a block into a hole.

(You can regain visibility by sliding into them if you get the hiding just right.)

• Changing Camera Perspective (C button pressed up)

Switch between the following camera modes.

Normal view: Normal camera perspective.

Isometric view: The best perspective to see where lighting.

Action view: The best perspective to see when executing action.

Game Controls

Whenever you switch to a special perspective when you fight, you can change the active camera view. You cannot change the perspective of these views.

• **Opening Doors/Unlocking of Objects/Talking to People/Picking Up Items (C button pressed right)**

Touch a door and press the C button right to open it and pass into the adjoining room. You can also use the C button in this way to search your surroundings, examine switches and levers, and pick up items. If you want to enter and enter both the day/night here, something useful to tell you, press the C button right to HQ to there.

• **Using Items (START)**

To use an item, press START to display the Item Screen. Select an item with the Control Stick (L Control Pad), and press the A button to use it. This stops H-IP for several seconds.

• **Changing View (C button up + Control Stick)**

Keep the C button pressed up and press the Control Stick to rotate around and look at your surroundings.

(You can only do this when your character is not engaged in other actions.)

• **Locking On (X button)**

Press the X button to lock on to the enemy closest to you within a certain radius. This makes F easier to attack.

• A red small indicator on enemy just show locked on to.

• A yellow mark indicates you cannot possible for you to lock on to.

Attacking

• **Attack 1 (Closest enemy) (B button)**

Attack using your default weapon (saber or sword) (Bulle)

(See page 20 for details on operations)

• **Attack 2 (Over-range attack) (C button pressed left)**

Attack using your special range weapons (Dagger or ring)

(See page 21 for details on operations)

• **Item Attack (C button pressed down)**

Use Item Points to throw an attack item at your enemy

(See page 10 for details on Item Points)

(See page 16-17 for details on items)

Game Controls

Game Controls (B-Type Controller Configuration)

Moving Your Character

- Walking, Running, Turning, & Slipping (Control Stick)
- Crouching (Z button)
- Moving While Crouching (Z button + Control Stick)
- Vertical Jump (Z button)
- Moving Jump (Control Stick + A button)
- Looting (A button + Control Stick)
- Sliding (Control Stick + C button up)
- Opening Doors/locking of Object/locking in Picking/locking up items (C button pressed left)
- Taking Items (SMBT)

(See pages 10-11 for details on items.)

- Changing View (C button pressed up + Control Stick)
- Locking On (A button)

Jumping

- Attack 1 (Character attack) (B button)
 - Attack 2 (Dual-wield attack) (C button pressed left)
- (See page 8 for details on characters.)

- Item Attack (Z button pressed down)
- (See pages 20 for details on items & items.)
(See pages 10-11 for details on items.)

- Changing Camera Perspective (Z button)

Game Controls

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Game Controls (X-Box Controller Configuration)

Moving Your Character

- Walking, Running, Turning, & Sliding (Control Stick)
- Crouching (B Button)
- Moving While Crouching (B Button + Control Stick)
- Vertical Jump (A Button)
- Moving Jump (Control Stick + A Button)
- Lumping (A Button + Control Stick)
- Sliding (Control Stick + B Button)
- Opening, Dismantling, or Disabling/Enabling or Powering Up Items (C Button pressed UP)
- Using Items (DPAD)

(See pages 16-17 for details on Items.)

- Changing View (C Button + Control Stick)
- Locking On (C Button pressed down)

Attacking

- Attack 1 (Closest attack) (C Button)
- Attack 2 (Short-range attack) (B Button)

(See page 15 for details on Characters.)

- Item Attack (C Button pressed left)

(See page 15 for details on Item Attacks.)

(See pages 18-19 for details on Items.)

- Changing Camera Perspective (C Button pressed UP)

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ITEMS

Attack Items

Attack items are "consumed" automatically as soon as you pick them up. You can use them repeatedly, and as many times as you want, provided you have sufficient Level Points. You lose your ability to use them should your Level Point level fall too low.

- The number in brackets indicates the number of Level Points you need for that item attack.

(See page 10 for details on the game board.)

(See page 10 for details on how to pick up items.)



Holy Water (2)

Removes both hit-dial repair and damage.

Cross (3)

Splits around wall around in a circle towards your opponent.



Axe (3)

Flies in an arc towards your enemy.

Knife (3)

Flies fast and straight towards its target.



HP Restoration Items

These items can be used only once.



Soup Bowl

Restores most of your HP.



Toast Chicken

Restores a little HP.

Items

Special Requirements Items

These items can be used only when:



Paralyzing Crystal

Keeps you if you are killed by a monster.



Poison Cure Ampoule

Cures you of poisoning.

Other Items

These items can be used as many times as you want.



White Jewel

Allows you to steal your opponent.
(See page 13 for details on using items.)



Contract

Summons the mysterious summoner
Bosch. Items which you can buy there.



Red Jewel

Increases your Level Points.
You use up Level Points whenever you do item attacks.
(See page 14 for details on Level Points.)



Gift

Use by buying items.
(See page 13 for details on buying items.)

Key

Opens locked doors.

Once you've obtained this item, locked doors will
unlock automatically when you try to open them, and
the key corresponding to that door will be used up.
(See pages 15-17 for details on how to open doors.)



Obtaining Items

You can obtain items in three ways: by picking them up from the Map Screen, by collecting from fishing events, and by buying them.

(You can sometimes obtain items from the Map Screen by discovering hidden and other objects. Note that you can't always pick up items in hidden locations.)

Picking Up Items from the Map Screen

Move in close to the item that you'd like to pick up and press the C button to the right to pick it up.

— Note: This may vary depending on the type of game mode you are using.

(See page 32 for details on how to pick up items.)

Collecting Items During Events

Some items can only be collected during events. The way in which they can be obtained depends on the event.

Buying Items

To purchase the merchandise selection items and buy items from the menu in the shop or "Contract" menu on the Map Screen, and press the C button to the right to pick it up. (The Contract menu is found in various places on the Map Screen.)

Items Available for Purchase



Fishing Kit: Completely restores your SP and HP.

Sea Chart: Restores the Time to normal.



Wave Chart: Restores the Time to normal.

* There are many other items that you can find in addition to the ones described above.

Character Profiles

Richardr Schwaider

Hero of the ancient, forbidden class of vampire hunters, the blood-slacker. He is to oppose the might of Count Dracula. Wielding the holy ring of his ancestors, the young vampire kills before he is killed.

Attack 1 (Character effect): 100%

Attack 2 (Class-rings effect): 100%

Carrie Fernandez

A young girl gifted with great magical powers. Following Dracula's return, she sets out alone to the dark world. Now the young girl has inherited power in the fight against evil.

Attack 1 (Character effect): Hunting weapon buffed

- Hold down the B button for a brief time, then release to do a more powerful attack

Attack 2 (Class-rings effect): 100% attack



Monsters

Skeletal Warriors

Skeletal warriors are the fiercest, both in size and combat prowess. Skeleton warriors are proficient in attacking with weapons and in general with other undead creatures. Some have the power to regenerate their lost over a long period being undead.



Ugrod Wap

A half man, half dragon half-human species found in the wilderness of the very bottom of Terra's's realm. Ugrod Wap tend to never venture to groups, and are skilled at hunting of packs. They are not directly intelligent, and are attracted to both blood and strength.



Planners



Plannar Knight

These armored knights are feared by all enemies to guard Dagonid's castle. Highly skilled with a pole and long sword, they make for a formidable enemy.

Plannar of Bones

An ancient, cursed magic of the skulls of great heroes, used by great Dagonid's magic. It attacks with skulls of heroes or beasts of the forest.



Naevlings

Located in snowy hills by the sides of the wall. Great weapons are hidden, they cannot find it each corner of the castle when they are cornered. They attack players in search of water barrels located in all areas guarded - they scattered dozens of barrels in all parts of castle to get close to the

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